

100

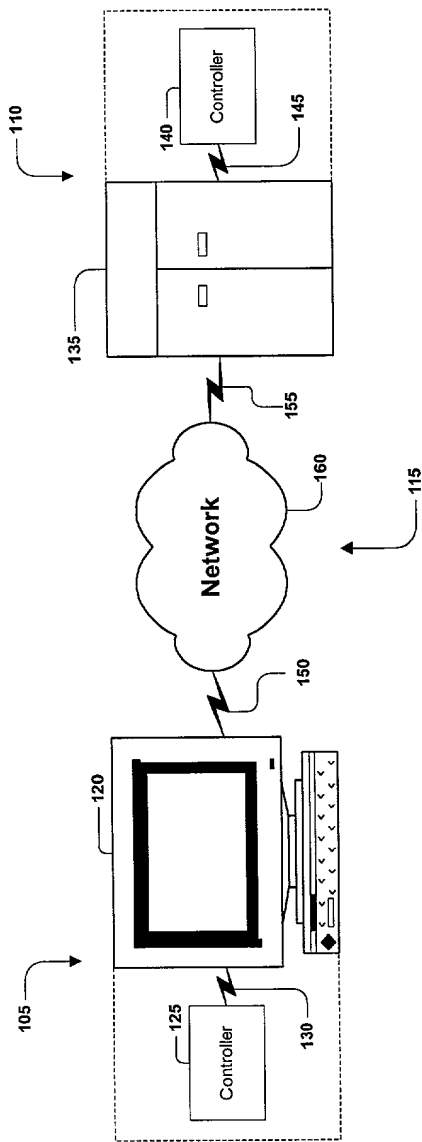


Fig. 1

FIG. 2 is a block diagram of a system 200, including a client 220 and a server 210, connected via a network 250. The client 220 includes a mobile phone 290, a PDA 293, a keyboard 294, a mouse 291, a display 295, and a TV remote 296. The server 210 includes a controller 240 and a communication device 235. The network 250 is connected to the client 220 and the server 210. The client 220 also includes a CPU 282, a communication device 284, a TV tuner 286, and an input/output 288. The client 220 also includes a memory 272, which includes an operating system 274, an authoring application(s) 276, a client application(s) 278, and a browser application(s) 280.

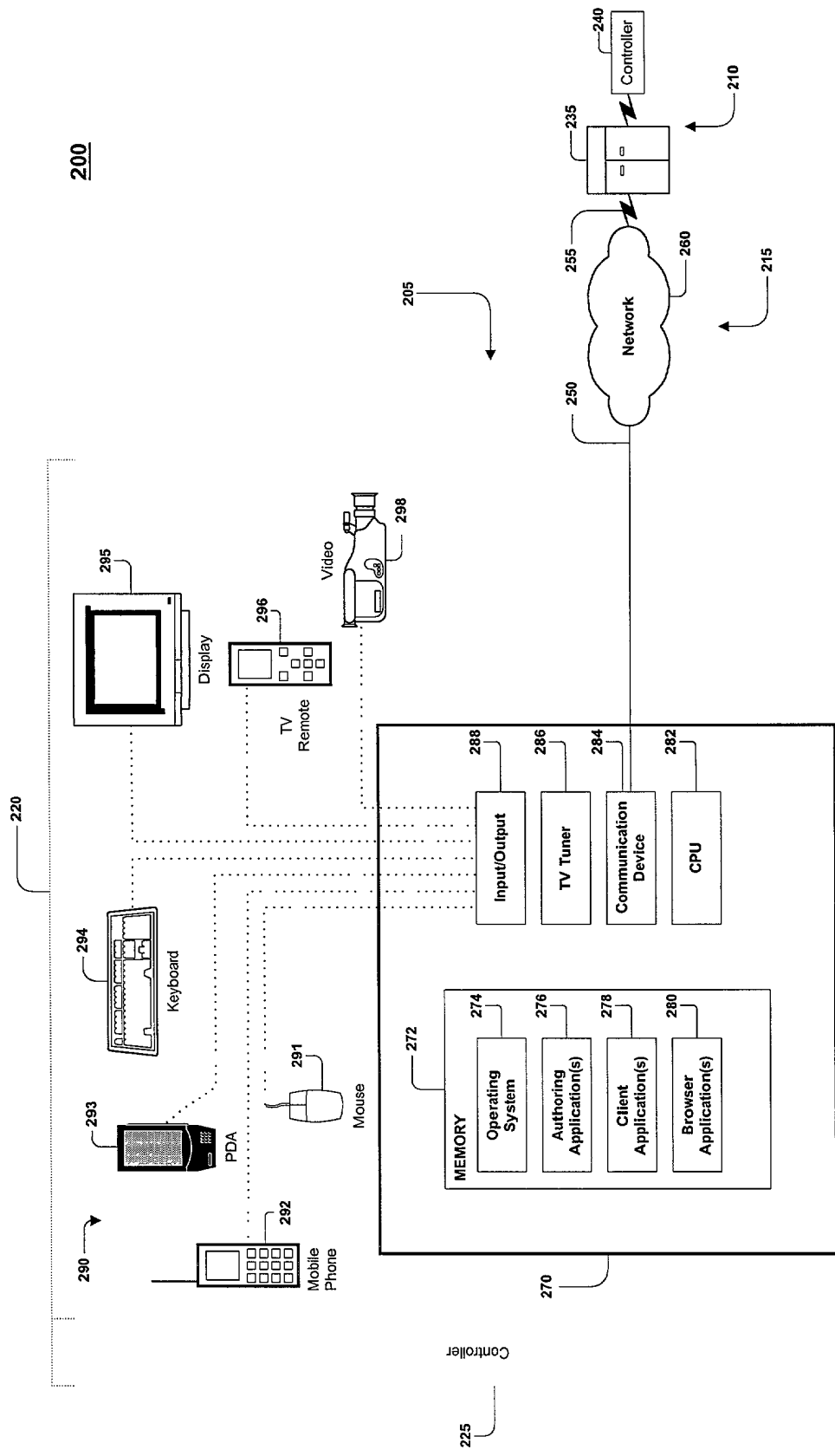


Fig. 2

300

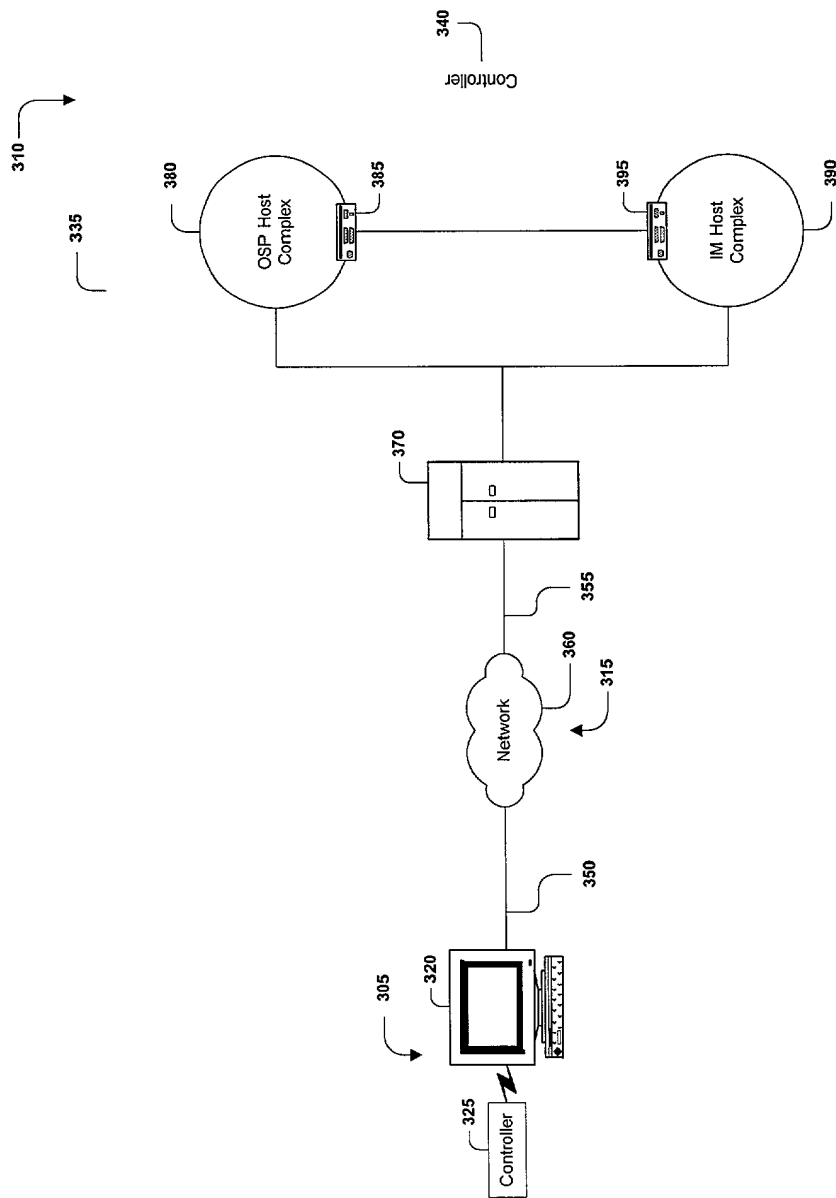


Fig. 3

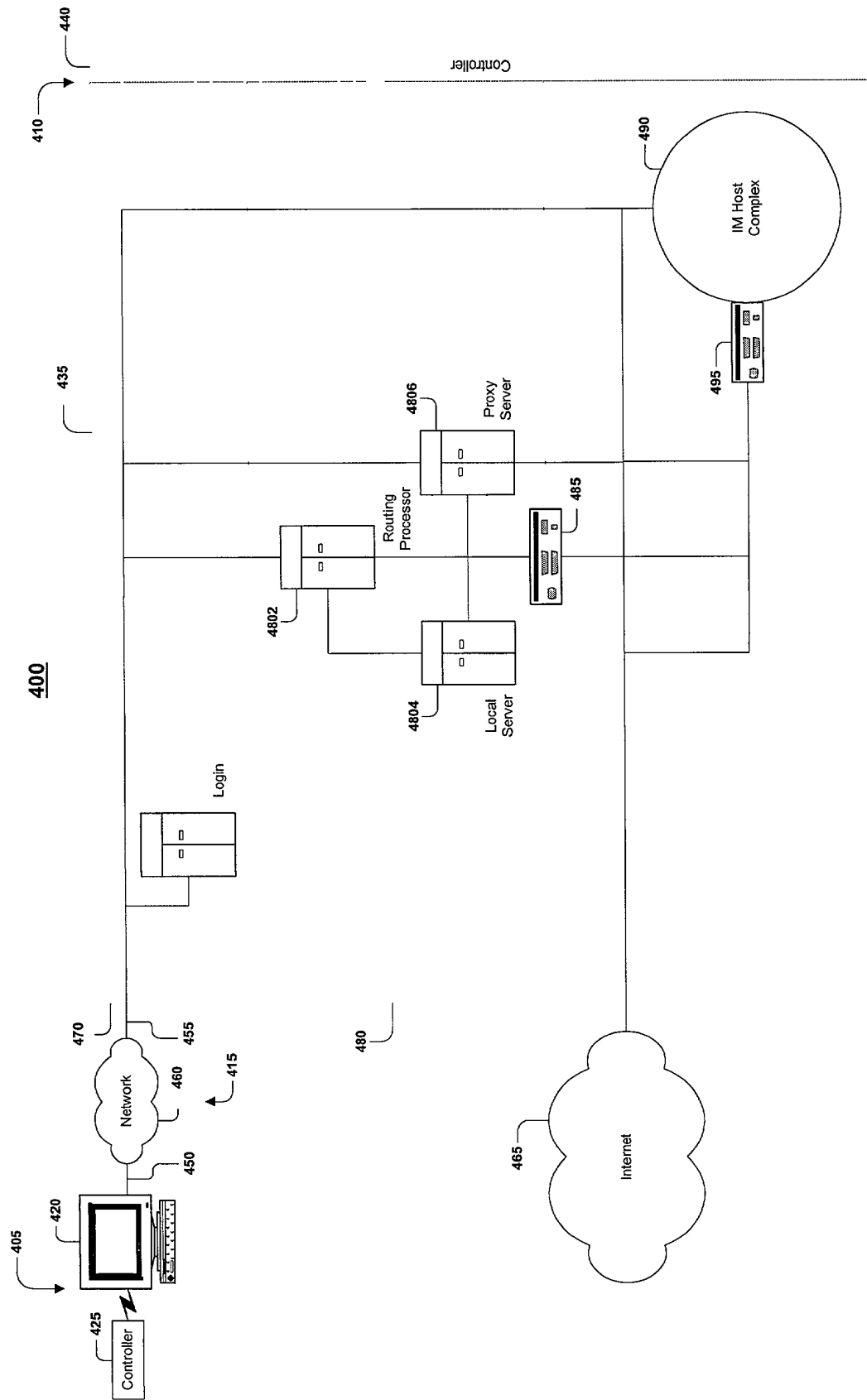


Fig. 4

FIG. 5 is a block diagram of a system architecture for a networked environment.

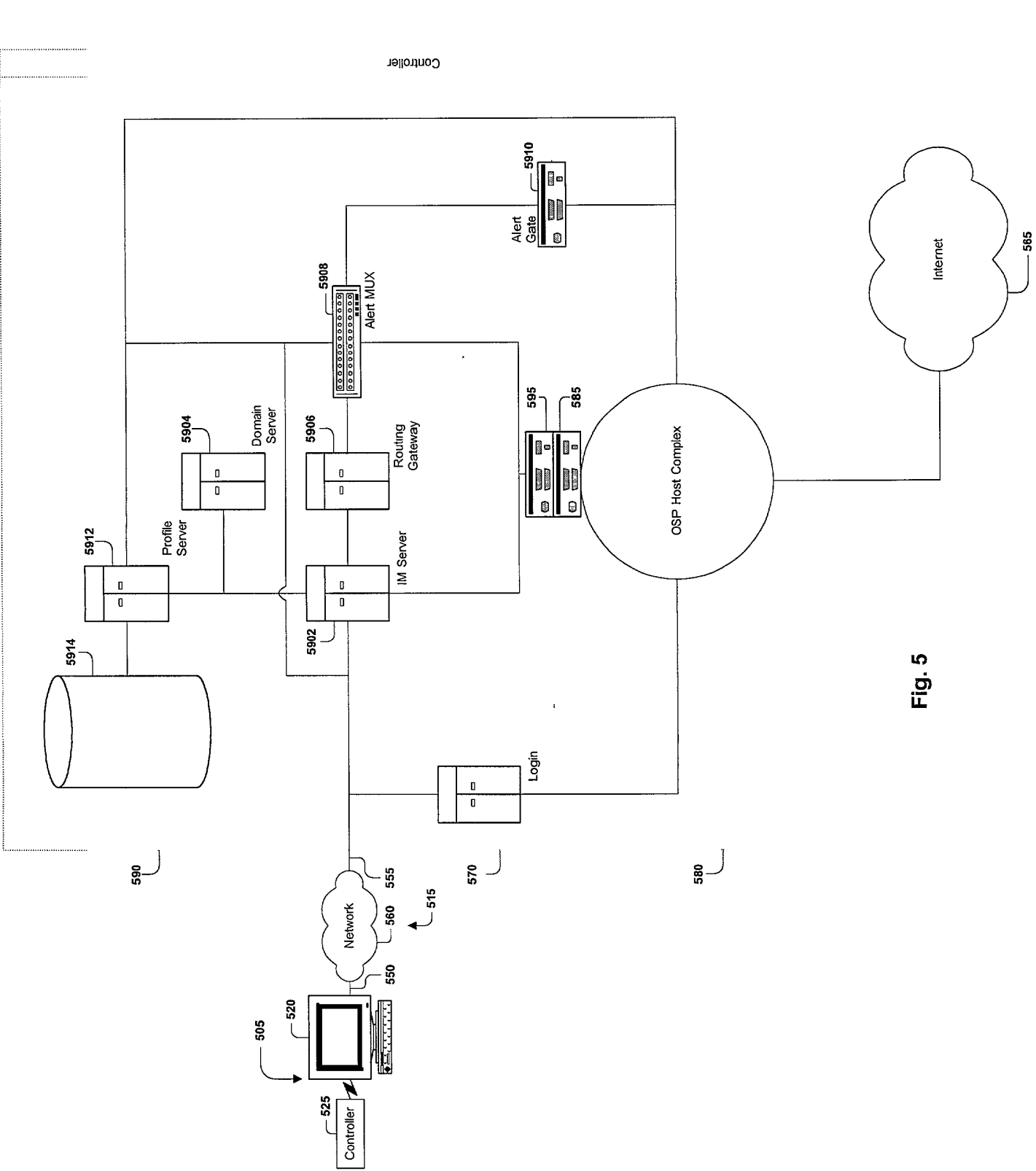


Fig. 5



Fig. 6

700

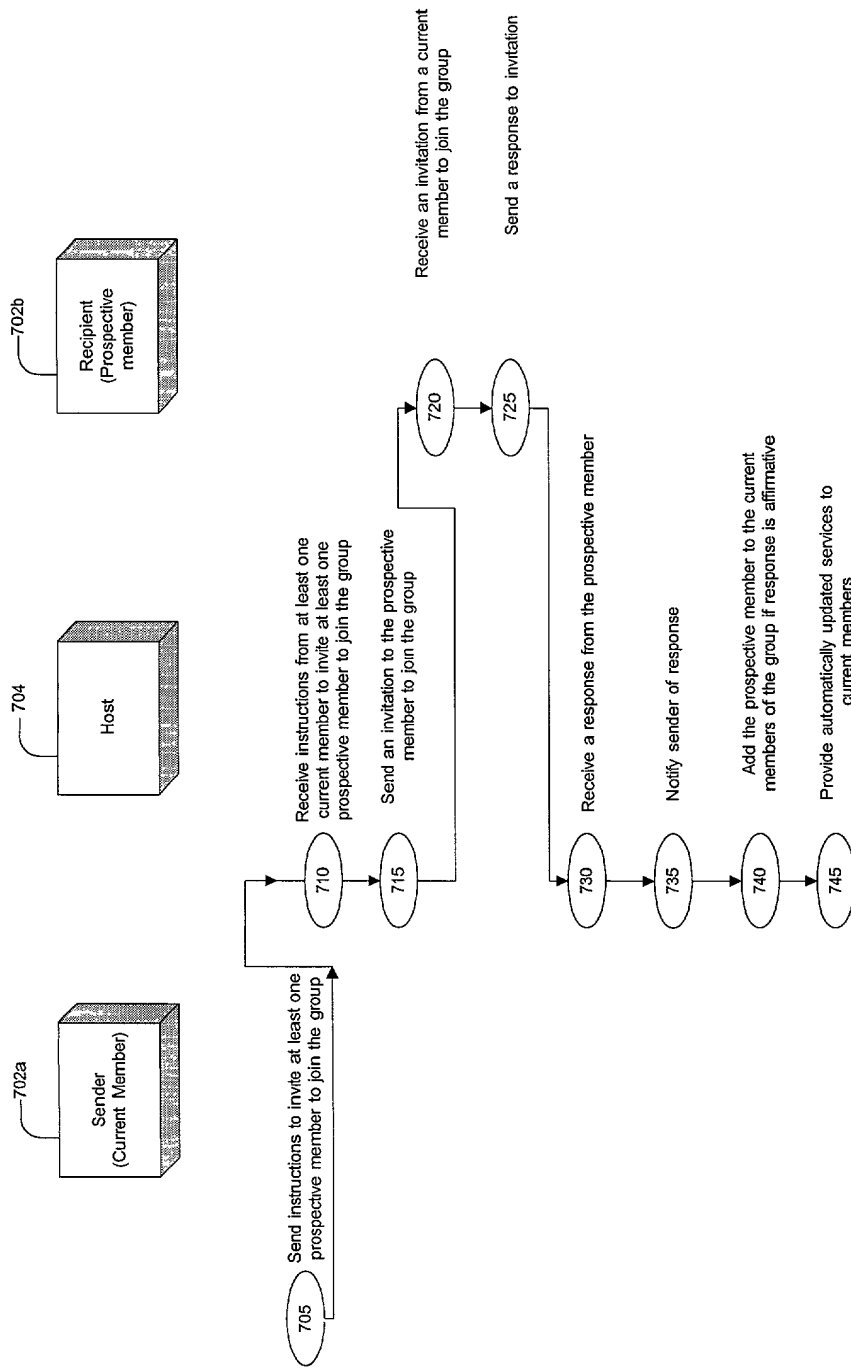


Fig. 7

FIGURE 8

